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LEAP FROG LEAPSTER L-MAX™
LEARNING GAME SYSTEM

Parent Guide

www.leapfrog.com

This guide contains important information.
Please keep it for future reference.

SpongeBob SquarePants Saves the Day

The Krusty Krab is facing new competition and SpongeBob needs your help collecting ingredients to make a new, improved Krabby Patty sauce! You can play four exciting games that teach kindergarten and first-grade reading and math skills. You can also plug into the TV to unlock even more learning fun!

1 Getting Started:

Insert the cartridge with the printed side facing front. Press the On/Off button to begin.

2 Sign In

1. Follow the on-screen instructions to sign in.
2. The LEAPSTER L-MAX™ handheld will store the game information of up to 3 players. To remove a player, touch the "x" button on the screen.

3 Many Ways to Play

SpongeBob™ SquarePants Saves the Day has four exciting learning games that can be played on the go or on the TV—and when you plug the LEAPSTER L-MAX learning game system into the TV, you unlock even more learning fun! Touch a game icon with the stylus to start the game. Players also use the arrow pad to scroll through and highlight games, then press the "A" button to start the game. To skip the intro movie, touch the screen with the stylus or press the "A" button.

To turn off the background music, touch the music note. Select "music on" or "music off" and OK to confirm.

All images in this Parent Guide are representative only of gameplay and do not reflect actual screenshot pixelation.

LEAP FROG

LEAPSTER L-MAX

LEARNING GAME SYSTEM

Check out the ever growing LEAPSTER L-MAX Learning Game System Library!

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Coming Fall 2005!

All titles may not be available in all markets.

Welcome to Bikini Bottom

A refrigerator has just rolled off a trash barge and become the hot new restaurant—Bistro Below Zero! Mr. Krabs is sure that the bistro will run the Krusty Krab out of business, so SpongeBob™ must make a new and improved sauce for the Krabby Patty. Players can collect ingredients for the new sauce as they play games on the go or on the TV: *Counting Claw, Conveyor Chaos* and *Bubble Scrubber.* They can then plug into the TV to play the *Musical Garden* game! Finally, they can use the ingredients they collected to create a new sauce in *Kitchen Chemistry!*

Learning at All Levels

Games that teach pre-reading and mathematics skills advance through three levels of difficulty. Each level increases in the complexity of the skills being taught and, in some cases, the facility needed to play the games. In *Bubble Scrubber,* for example, players are asked to make words with increasingly complex units of sound.

How a Tutorial Works

The goal of a tutorial is to provide a strategy for breaking down a skill into its smaller parts. A tutorial is activated when the player presses the help button or gets several incorrect answers. In *Conveyor Chaos,* for example, if a player has responded incorrectly to an addition problem, the narrator will provide a routine that breaks the problem into parts and shows the player how to count groups of objects to find the total.

Learning Fun On the Go or On the TV!

Counting Claw

HOW TO PLAY

SpongeBob™ wants to grab an ingredient out of the claw machine and win wacky prizes! Using the arrow pad and the "A" button, players can select coins and pay for the game by adding the coins until the price of the game is reached. Once they've reached the right amount, players maneuver a giant claw to pick a prize.

WHAT'S BEING TAUGHT?

Numeration/ Addition/ Money concepts: Recognizing numerals and making the connection between numerals and their numeric value; naming and knowing the value of a penny, a nickel, a dime, a quarter and a dollar bill.

Level 1: Players choose a single coin denomination to add, learn coin names and values and skip count by twos, fives and tens.

Level 2: Players use different coin values to add up to a target total, decipher between greater and lesser numbers of coins, make change, and learn coin equivalencies.

Level 3: Players choose coins to make specific sums of money and decipher between greater and lesser coin values.

Note: If a player cannot reach the exact total given the remaining coins, he or she is prompted to highlight a coin and press the "B" button in order to change the coin into smaller denominations.

WHY IS THAT IMPORTANT?

Working with money is a great way for kids to model addition. Children must not only understand that coins have different values, but must also understand the equivalent values of different coins and how to use coins to make change.

Conveyor Chaos

HOW TO PLAY

SpongeBob™ needs Patrick's help to get some items off the new conveyor belt. Using the arrow pad, players can move Patrick to the items SpongeBob needs. After three rounds, players can collect the "griddle grease" ingredient.

WHAT'S BEING TAUGHT?

Visual Discrimination: Noting similarities and differences among objects.
Level 1: Players match items with the same shape.
Level 2: Players identify parts of a whole and parts of a group.
Level 3: Players match basic everyday items to the shapes they resemble.

Visual/Auditory Associations: Identifying beginning and ending sounds from pictures; matching pictures to spoken words.
Level 1: Players identify objects and shapes by using spoken words.
Level 2: Players identify picture words with the same beginning sound.
Level 3: Players identify picture words with the same ending sound.

Logical Reasoning: Classifying objects by their attributes.
Level 2: Players identify objects as belonging to a certain group.

Numeration: Recognizing numerals and their numeric value
Level 1: Players count to ten items.
Level 2: Players use numerals to indicate quantity.
Level 3: Players identify sets of objects that represent the sum or difference in equations.

WHY IS THAT IMPORTANT?

Shapes help children explore the classification of objects. Letters and sounds are the building blocks of reading and spelling. Numbers and their numeric values are the key concept around which all mathematics is built.

Bubble Scrubber

HOW TO PLAY

After eating newspaper, the jellyfish are now covered in letters! Using the arrow pad, players can aim SpongeBob's straw and shoot bubbles to capture the jellyfishes' letters to make words. The more words players build, the more jelly they get for Kitchen Chemistry!

WHAT'S BEING TAUGHT?

Sound Sense: Understanding that a word is made up of several sounds; segmenting sounds in words to spell them, and blending sounds together to read them.
Word Recognition: Using the order of letters and sounds to recognize simple words.
Auditory Discrimination: Noting the similarities and differences among sounds.

Level 1: Players substitute letters and sounds to make words with initial consonant sounds, and match letters to their sounds to make words.
Level 2: Players substitute letters and sounds to make words with initial and final consonant blends.
Level 3: Players substitute letters and sounds to make words with initial and final consonant digraphs, vowel digraphs, such as /ay/; and diphthongs, such as /ow/.

WHY IS THAT IMPORTANT?

Children must learn that words are made up of separate sounds and that words can be broken down into their sounds, or "sounded out." To read, we blend sounds together. To spell, we break down words into sounds.

Kitchen Chemistry

HOW TO PLAY

SpongeBob™ needs help to make the new secret sauce for the Krabby Patty. Players can use the pen to touch each of the four ingredient jars to add a drop to the beaker at the bottom of the screen. Once a recipe is complete, players can touch the beaker to have Patrick "taste test" their new sauce and watch his funny reactions. Only one special recipe will save the Krusty Krab! Players who have played all the games can discover the recipe on their own, or tap SpongeBob™ on the back to learn his secret recipe.

Note: If players have not played all the games and collected enough of each ingredient, they cannot make the secret sauce but may mix potions for Patrick to drink.

WHAT'S BEING TAUGHT?

Logical reasoning: Predicting events based on patterns, learning that numbers can represent quantities, and following a recipe.

WHY IS THAT IMPORTANT?

Making and checking predictions is an important comprehension strategy. Children can try to anticipate the formula that Patrick will enjoy based on reactions to the ones he has already tasted.

Unlock More Learning on the TV!

***SpongeBob™ SquarePants Saves the Day* is designed for learning on-the-go or on-the-TV. Plug your LEAPSTER L-MAX™ handheld into the TV and share the action with everyone in the room! When played on the TV, players will have access to the *Musical Garden*.**

Musical Garden

HOW TO PLAY

SpongeBob™ tripped and fell on an oyster and now must use music to soothe his startled friend! Players can choose from the *Melody Grove, Instrument Rock, Coral Organ,* and *Pitch Vine* to create music that moves the Rock-O-Meter to its maximum setting. When the oyster sings, players can claim the Blue Oyster Juice ingredient.

WHAT'S BEING TAUGHT?

Music Appreciation: Exploring music and sound with an emphasis on sound modification and the different parts of a piece of music.

WHY IS THAT IMPORTANT?

Listening is the most valuable musical skill that a child can acquire. Children learn at an early age that there are all kinds of music and musical sounds. By modifying components of a song such as melody, pitch and instruments, children can change the feel of a musical piece to reflect their moods or express their feelings.

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